

## **STATUS OF THE CLAIMS**

1-16 (Canceled)

17. (Currently amended) A method for an electronic computer game, said method comprising:

inputting names and ages of a plurality of players to a potential players listing;

selecting names from said potential players listing for playing or not playing a subsequent game to thereby produce an actual player listing;

electronically storing said names and ages of said potential players listing such that said names and ages are available for all subsequent games without reentering said names and ages except for respective of said names and ages that are selectively deleted from said potential players listing;

displaying a game board on a computer screen;

providing a game piece for each of said names of said actual player listing;

automatically and randomly selecting mystery positions on said game board such that said mystery positions are not visible on said computer screen;

automatically moving a game piece to a predetermined location on said game board a number of spaces based upon a random number generator for each of said names of said actual player listing;

asking a random question in turn to a given player on said actual player listing as the game piece of said given player is moved to [a] said predetermined location, wherein said random question corresponds to a category assigned to said predetermined location;

inputting by said given player an answer to said random question;

allowing the game piece of said given player to remain in said predetermined location only if the answer to said random question is correct; and

automatically accumulating a score for each name of said actual player listing.

18. (Previously presented) The method of claim 17, further comprising:

automatically adjusting said score of each name of said actual player listing based upon the respective age of each of said actual players.

19. (Currently amended) The method of claim 17, further comprising:

~~automatically and randomly selecting mystery positions on said game board such that said mystery positions are not visible on said computer screen, and~~

asking a plurality of random bonus questions when said respective player lands on said mystery position.

20. (Original) The method of claim 17, further comprising:

providing that said random question tests said respective player's religious instruction, and

awarding said respective player with an attractive certificate.

21. (Previously presented) A recording medium bearing a computer-executable game with a method of play, the method comprising:

displaying a game board on a computer screen;

automatically and randomly selecting one or more mystery positions on said game board such that said mystery positions are not visible on said computer screen;

displaying a game piece for each player

automatically moving, in turn, a game piece, to predetermined positions, a number of spaces based upon a random number generator, respectively, on said game board for each player;

asking the same random question to each player, each of said random questions having ranging difficulty, from one question to the next;

inputting an answer to said random question by each player;

allowing each of said game pieces of said players to remain in their respective predetermined positions only if their respective answers are correct;

asking at least one random bonus question when each player lands on said mystery positions; and

automatically accumulating a score for each name of each player in the game.

22. (Canceled)

23. (Original) The method of claim 21, further comprising:

providing a score for each question, said score being based on said question difficulty and a length of time required for said inputting of said answer.

24. (Original) The method of claim 21, further comprising:

inputting names and ages of a plurality of players to a potential players listing.

25. (Previously presented) The method of claim 24, further comprising:

selecting names from said potential players listing for playing or not playing a subsequent game to thereby produce an actual player listing; and

electronically storing said names and ages of said potential players listing such that said names and ages are available for all subsequent games without reentering said names and ages.

26. (Original) The method of claim 25, further comprising:

automatically adjusting said score of each name of said actual player listing based on said ages.

27-34 (Canceled)